WARRANTY

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.

TM & © 1994 Saban Entertainment, Inc.
Saban International N.V. All Rights Reserved.
MIGHTY MORPHIN POWER RANGERS and all logos,
character names and distinctive likeness thereof
are trademarks of Saban Entertainment, Inc.
and Saban International N.V.

© 1995 TIGER ELECTRONICS, INC.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG

72818IWTIE-1
MODEL 72-818

MIGHTY MORPHIN POWER RANGERS™

ALPHA 5 WHERE ARE YOU?

ELECTRONIC LCD GAME

TIGER

WHERE'S ALPHA?

Alpha has been a loyal right-hand man (well, right-hand robot) to Zordon. But just once, rather than just hanging around the Command Center, he would love to be ALPHA RANGER!!!

So Alpha transports himself to Earth to help a child in distress. Unfortunately, Lord Zedd sees this as his opportunity to overwhelm the defenseless Alpha and force him into leading him and his Putties to the Command Center where he can destroy the Power Rangers and perhaps even Zordon himself!

Though Alpha is not strong of body—no one is stronger of heart! Rather than giving in to Lord Zedd, he activates the SELF DESTRUCT mechanism in his body! He'd rather be destroyed himself than do anything to hurt his beloved Rangers and Zordon!

So now the countdown B-E-G-I-N-S! It's a 4 stage countdown.
The Power Rangers must defeat Lord Zedd's monsters and his new highly-powered putties—or else Alpha WILL BLOW HIMSELF UP!!!

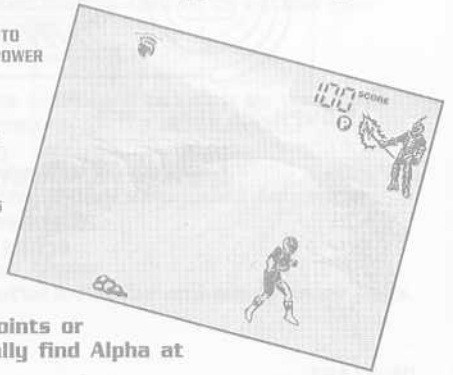
Can you find Alpha and save him—before it's TOO LATE????

CAN YOU DEFEAT LORD ZEDD'S MONSTERS?

There are 4 stages of play. There is a visual timekeeper in each stage. This is Alpha's SELF DESTRUCT mechanism! So you have a LIMITED TIME PER STAGE!

The object of the game is to defeat as many Putties and monsters as you can in each stage! Lord Zedd will also appear in every stage!

LORD ZEDD POINTS HIS SCEPTOR TO EARTH AND SENDS A FLASH OF POWER AND POWERBALLS TO EARTH!

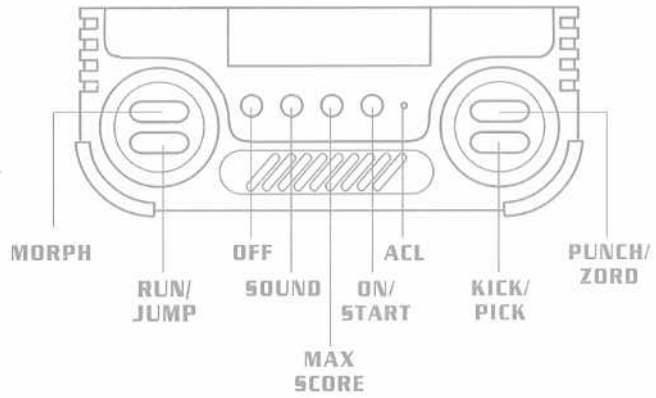


Use your PICK button to pick up Zedd's powerballs before they reach his monsters! If the monsters get to the powerballs first, they will "power up", making it harder for you to defeat them!

To WIN the game, score 3000 points or more! Then you will automatically find Alpha at the end of stage 4!

But if you don't score enough points, Alpha will not appear, and he'll blow himself up and you will LOSE the game!

GO, GO, POWER RANGERS!



ON/START
—to turn on the unit.
—to start the game.
—to start each stage.

MAX SCORE — to take a look at the maximum score during the pause between stages and after stage 4.

SOUND — to control sound: on or off.

OFF — to turn off the unit.

PUNCH/ZORD
— to punch as Jason.
— to fire as the Red Dragon Zord or to extend your sword as Megazord.

KICK/PICK
— to kick.
— to pick up power balls sent to earth by Lord Zedd (before the monsters get to them first!)

MORPH
— to morph into the Red Dragon Zord.
— to morph into the Thunder Megazord (when the monsters "power up").

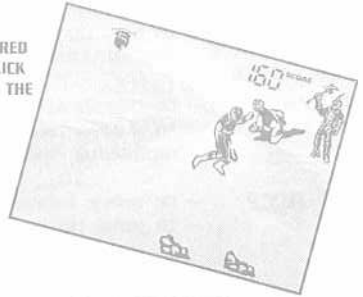
RUN/JUMP
— to move forward faster.
— to jump up to attack Putties and reach power balls.

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum score is displayed.

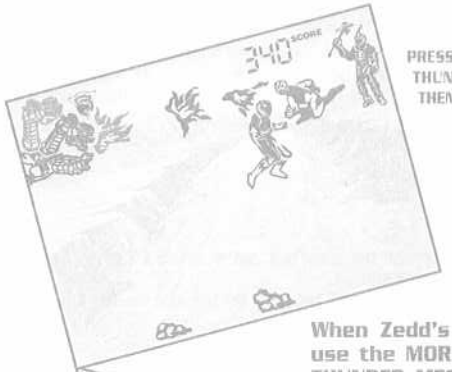
Press the ON/START button again to begin the game from stage 1. You'll hear an introduction melody and the game begins!

You always play as JASON, the Red Ranger. You are up against the incredibly powerful Lord Zedd and his Putties, who are the most powerful Putties ever created! They have a "Z" on their chests. You've got to punch or kick them in the "Z" to make these clay warriors crumble!

YOU ALWAYS PLAY AS JASON, THE RED RANGER. PRESS THE PUNCH OR KICK BUTTON TO KNOCK PUTTIES IN THE "Z" TO DEFEAT THEM!

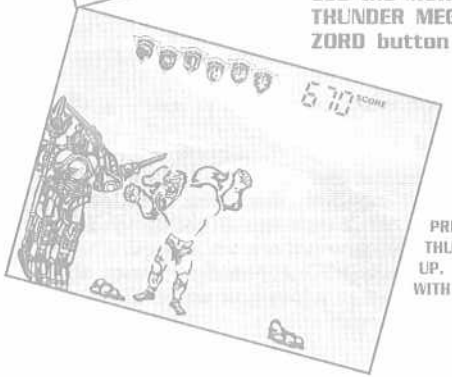


Jason has been given the awesome power of a new thunderzord, the RED DRAGON THUNDERZORD! In addition to your punches and kicks, you can press the MORPH button to morph into the Red Dragon! Then attack by pressing the ZORD button.



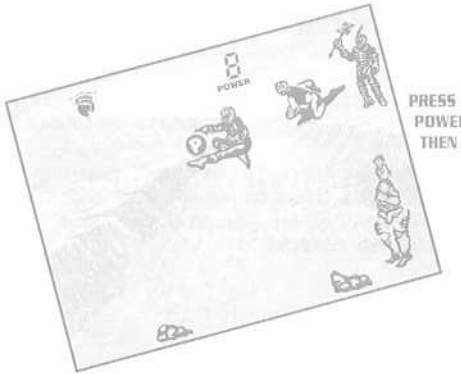
PRESS MORPH TO MORPH INTO THE RED DRAGON THUNDERZORD.
THEN PRESS THE ZORD BUTTON FOR FIRE ATTACK!

When Zedd's monsters "power up", you can use the MORPH button to morph into the THUNDER MEGAZORD!!! You still use your ZORD button to attack!



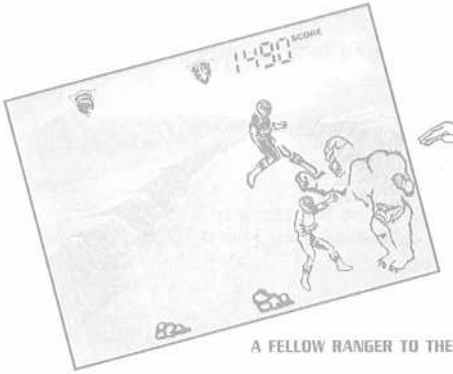
PRESS THE MORPH BUTTON TO MORPH INTO THE THUNDER MEGAZORD AFTER MONSTERS POWER UP. THEN PRESS THE ZORD BUTTON TO ATTACK WITH THE MEGAZORD'S MEGA SWORD!

When Zedd sends his POWERBALLS to earth, use your PICK button to try and pick up the powerballs before his monsters do! If the monsters get to the powerballs first, they will "power up", making them harder to defeat.



PRESS THE JUMP BUTTON TO REACH A POWERBALL.
THEN PRESS THE PICK BUTTON TO PICK IT!

One of the 5 other Rangers (either Trini, Zack, Kimberly, Billy, or Tommy) will automatically appear after a monster POWERS UP and will help you out!!! When another Ranger appears on screen, that Ranger's name will also appear in the upper left hand corner of the screen. However, a friend will only appear when you are in your regular Ranger mode (and not morphing).



A FELLOW RANGER TO THE RESCUE!

Since you have a limited time for each stage, press RUN to move faster to reach more enemies!

After a stage is complete, press the ON/START button to begin the next stage.

You can use the MAX SCORE button to take a look at the maximum score during the pause between stages or after the game is complete (after stage 4).

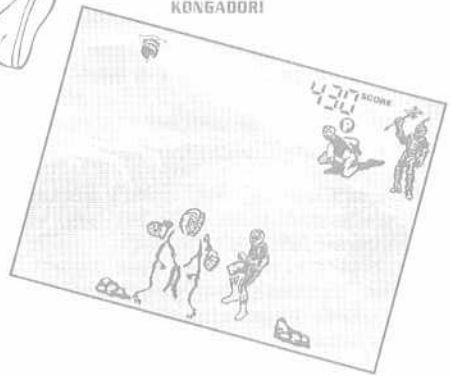
After you complete the game (after stage 4), press the ON/START button to begin a new game from stage 1. You begin again with zero score!

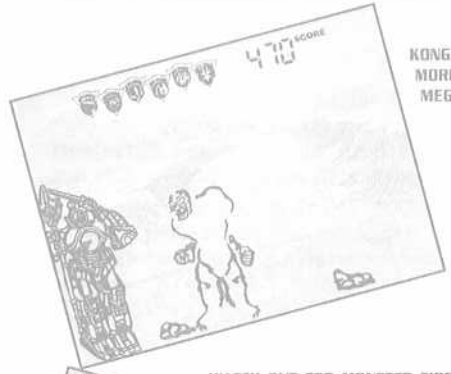
As you advance from stage to stage, you face greater and greater challenges:

STAGE 1
THE BIG APE

PUTTIES appear in all 4 stages. You must hit them in the "Z" in order to defeat them! In stage 1, you also face the KONGADOR. The Kongador is a big ape with a big appetite!

DON'T LOOK NOW, BUT HERE COMES THE KONGADOR!



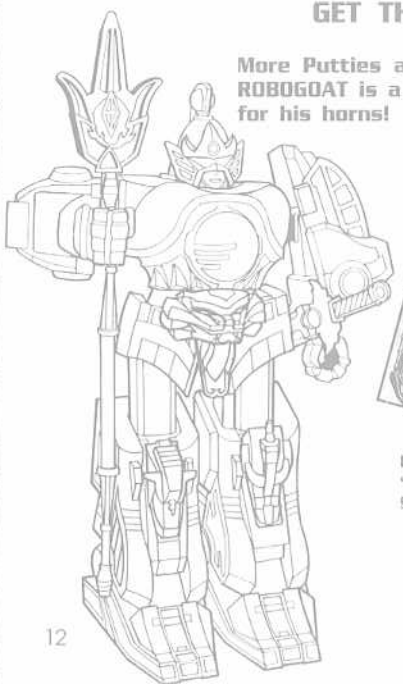


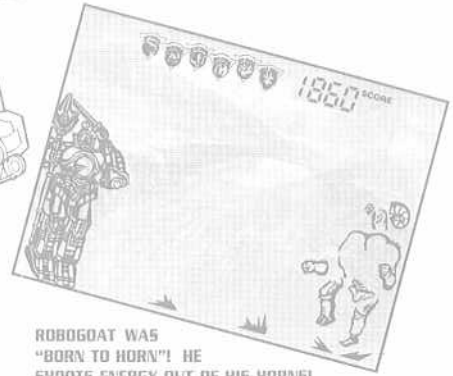
WATCH OUT FOR MONSTER FIREPOWER! THE MONSTERS MOVE BACK TO FIRE AT YOU!

KONGADOR HAS POWERED UP! PRESS THE MORPH BUTTON TO MORPH INTO THE THUNDER MEGAZORD!

STAGE 2
GET THAT GOAT!

More Putties and both Kongador and Robogoat! ROBOGOAT is a goat with an attitude—watch out for his horns!

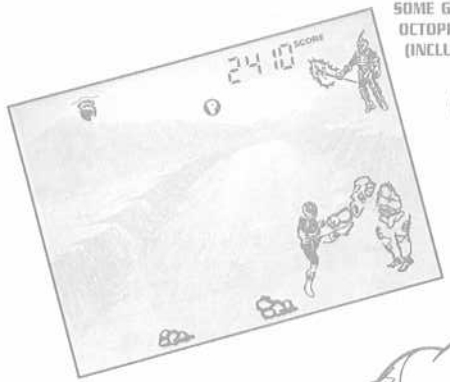




ROBOGOAT WAS "BORN TO HORN"! HE SHOOTS ENERGY OUT OF HIS HORNS!

STAGE 3
INTRODUCING OCTOPHANTOM: HE'S "ARMED" AND DANGEROUS!

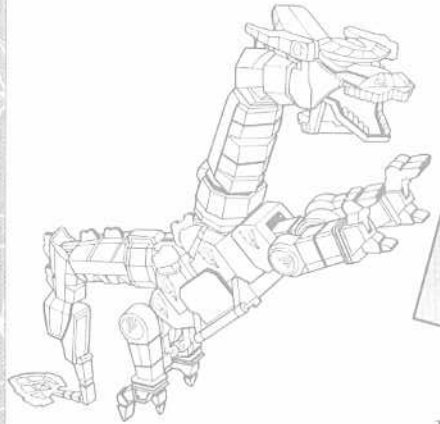
You'll face even more Putties and Kongador and Robogoat! But now you will also face OCTOPHANTOM! The Octophantom is a combination elephant and octopus! Octophantom is very powerful and determined like an elephant—but also has a good brain like an octopus!

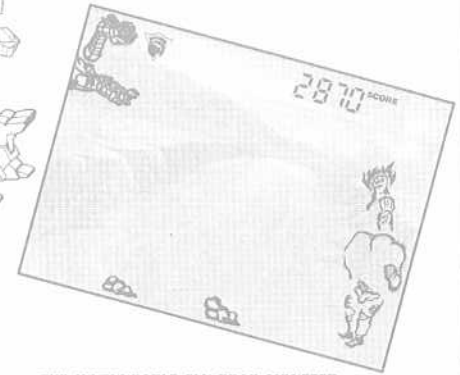


SOME GUYS JUST DON'T HAVE ANY MANNERS, LIKE OCTOPHANTOM. HE REACHES FOR EVERYTHING (INCLUDING YOU!!!)

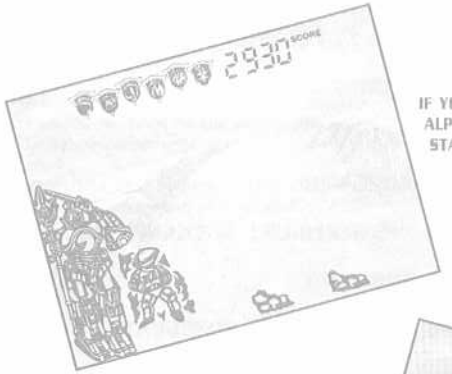
STAGE 4
DON'T GET TRAPPED BY THE FLY TRAP!

More Putties than you ever dreamed of! Also Kongador, Robogoat, and Octophantom. But you must also face the INVENUSABLE FLY TRAP MONSTER, who will fire balls of light at you!



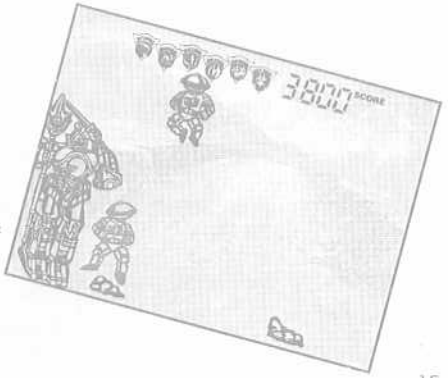


THE INVENUSABLE FLY TRAP MONSTER



IF YOU DON'T SCORE 3000 POINTS, THEN ALPHA WILL SELF DESTRUCT AT THE END OF STAGE 4!

BUT IF YOU SCORE 3000 POINTS OR MORE, THEN YOU WILL FIND ALPHA AT THE END OF STAGE 4—AND WIN THE GAME!!!

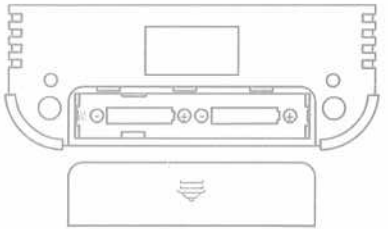


SCORE BIG (HAND A PUTTY A FISTFUL OF LUNCH!)

10 POINTS	FOR PICKING UP A POWER BALL
20 POINTS	FOR DESTROYING A PUTTY
40 POINTS	FOR DESTROYING KONGADOR
80 POINTS	FOR DESTROYING "POWERED-UP" KONGADOR
60 POINTS	FOR DESTROYING ROBOGOAT
120 POINTS	FOR DESTROYING "POWERED-UP" ROBOGOAT
80 POINTS	FOR DESTROYING OCTOPHANTOM
160 POINTS	FOR DESTROYING "POWERED-UP" OCTOPHANTOM
100 POINTS	FOR DESTROYING INVENUSABLE FLY TRAP
200 POINTS	FOR DESTROYING "POWERED-UP" INVENUSABLE FLY TRAP
1000 POINTS	FOR FINDING ALPHA!!!

Inserting the batteries

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.

CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.